

El Fuego Adentro: the Bargainer's Art of Wrath

Knacks: Concentrate, Extinguish, Feed, Fire Trick, Range

Apprentice Degree: Heart of Flame

Adept Degree: Hand of Flame

Master Degree: Spirit of Flame

Before they were driven away, the royal family of Castille commanded the power of *El Fuego Adentro*, one of the most destructive sorceries known. Flames leapt and swelled at their command, they bathed in the fires of the mightiest volcanoes, and the greatest could even create creatures of flame. The sorcerers could be identified when using their magic by tiny flames burning within their eyes whenever they were controlling a fire.

Even though the royal family was chased out of their palace and many were killed, a few survived. Some of them seek to redeem their family's good name, while others sulk in hidden places, waiting for their opportunity to take the throne back from the Church and their "puppet king." Many are afraid to use their magic at all, however, since its use is a death sentence if the Inquisition gets wind of it.

While heroes who take *El Fuego Adentro* used to hail primarily from Rancho Gallegos (it was the only place in Théah where they could develop their skills safely), the sorcery is slowly growing more common in the fledgling nation of Madeira, where sorcery can be practiced more openly without fear of persecution. In addition, they must be careful about when and where they use it, for public displays will bring the Inquisition down on them like a sledgehammer (as well as other parties, such as the Rilasciare and Rose and Cross). GMs may require *El Fuego Adentro* Heroes to take a 3-point Hunted Background to represent this.

Apprentice: Degree

As an Apprentice sorcerer, you have taken the fire and made it a part of you. Fire- and heat-based damage cannot harm you, and any equipment kept in close contact with you (such as worn clothing) is protected from harm as well. You could, for instance, swim in the molten fires of a volcano and it would feel like a soothing hot bath. In addition, you can direct the movement of one fire within 10 feet. This fire will ignore winds, and move across water if you will it (although it will be extinguished if you don't use the Feed Knack). More fires can be controlled over greater distance with the Concentrate and Range Knacks.

Adept Degree

Adepts of *El Fuego Adentro* can grasp fire in their hands as though it were a solid object. They've been known to climb roaring flames like a ladder or scoop up handfuls of fire to hurl at their enemies. (See the Fire Trick Knack for further details.)

Master Degree

Masters of *El Fuego Adentro* have gained the ability to give flame the semblance of life. Flickering birds of flame can be sent to land on thatch roofs during sieges, and serpents of flame can crawl down the backs of prisoners, more painful than any lash. (See the Fire Trick Knack for further details.)

Limitations

Fire Movement: Although fire under the control of a sorcerer can defy wind and water, it cannot move very quickly. A fire being directed by a sorcerer can only move 1" on the Action map, plus

1” more for each Mastery Level the sorcerer has earned (Apprentice = 1, Journeyman = 2, Master = 3). Sometimes it can be faster simply to let the wind direct the fire for you.

The Spark: Sorcerers of *El Fuego Adentro* cannot actually create fire, nor can they cause a fire to grow except by feeding it with tinder and combustible materials, just like anyone else. They must work with what already exists, and they must be careful to keep it burning. Any time the fire leaves contact with a fuel source, the Feed Knack must be used to prevent it from going out.

Sorcerous Knacks

Concentrate: This Knack allows the sorcerer to control more than one flame at a time. For every Rank in this Knack, the Hero can control one additional fire beyond the first.

Extinguish: This Knack allows the sorcerer to put out flames with a thought. The sorcerer may, by spending one Action, reduce the damage of one fire by a number of dice equal to his Rank in this Knack. (See the *GM's Guide*, page 200, for fire rules.) If this brings the fire to 0 dice, it is completely extinguished. This can affect 100 square feet of fire per Rank in this Knack. The Feed Knack can be used by another sorcerer to combat this action.

Feed: By using this Knack (no Action is required), the sorcerer can keep a fire burning without any fuel to feed it. Without it, the moment he directs a fire away from its fuel source, it dies out. However, this Knack requires that he use his own life force to feed the fire. The Feed Knack prevents a fire from diminishing in size until the next Phase, but for each die of damage the fire would have lost (its full damage if it should've been put out, such as by being immersed in water), the sorcerer takes 2 Flesh Wounds of damage. The damage is reduced by 1 for each Rank in this Knack. He must test against this damage at the end of each Phase in which he suffers at least 1 new Flesh Wound of damage.

For example, a sorcerer with Rank 3 in this Knack uses it on a six-die fire to keep it at full strength when it should have been reduced to a three-die fire. This inflicts 6 Flesh Wounds per Phase, but since he has a Rank 3 Feed Knack, he only takes 3 Flesh Wounds per Phase. However, if something happened that would extinguish the fire (the person on fire dives into the water), he would have to take 12 Flesh Wounds per Phase to keep it burning, which would be reduced to 9 by his Rank in this Knack.

Fire Trick: As a sorcerer increases in Mastery Level, he learns new tricks he can perform with fire via use of his Fire Trick Knack.

Apprentice-Level Fire Tricks

Firestarting: This Knack allows the sorcerer to suffer 1 Flesh Wound in order to light a fire under adverse conditions using normal firestarting techniques. (flint and steel, etc.) The severity of the conditions is limited by the sorcerer's Rank in this Knack, as shown below:

Rank 1: damp tinder, or strong wind.

Rank 2: wet tinder, or light rain.

Rank 3: waterlogged tinder, or medium rain.

Rank 4: non-combustible tinder, or heavy rain.

Rank 5: Any material or weather conditions.

Flaming Blade: The sorcerer plunges his blade into a fire, using his magic to protect the metal from the heat, and to keep the flame burning. This allows the sword to add the sorcerer's Mastery Level times his Rank in this Knack to its Damage.

For instance, an Adept with Rank 4 in this Knack who rolled a 17 for his Damage Roll with a Flaming Sword would add 8 to his roll, increasing it to a 25. This Knack inflicts 6

Flesh Wounds to the sorcerer at the start of each Round, and may be cancelled at any time. The Feed Knack can be used to absorb some of this damage.

Adept-Level Fire Tricks

Hurl Fire: The sorcerer spends one Action to reach into a roaring fire, pick up a handful of fire, and throw it at an opponent, hoping to set him on fire. The Range on this attack is $5 + (2 \text{ times Brawn})$ with no penalties to hit, and the Hero rolls Finesse + Fire Trick for his Attack. Should he successfully hit, the attack inflicts one die of damage, plus one more per Mastery Level of the sorcerer, and is immediately extinguished (the tossed fire cannot be kept burning with the Feed Knack). This Knack inflicts 2 Flesh Wounds to the sorcerer each time it is used, but the Feed Knack can be used to absorb this damage.

Fireflies: The sorcerer spends three Actions and suffers 1 Flesh Wound to create a 10' by 10' cloud of living "fireflies" from a fire at least one die big (reducing the fire in size by one die immediately; see page 200 of the *Game Masters' Guide* for details). The Flesh Wound suffered when creating the fireflies cannot be reduced using the Feed Knack, and will not go away (even after suffering a Dramatic Wound) until they are killed by immersion in water, or dispelled by their creator, which can be done at will. These creatures can be controlled by their creator and resemble burning embers of flame floating on the wind, but don't need to be maintained with the Feed Knack. Any creature caught in the cloud suffers 1 Flesh Wound of damage every Phase unless wearing heavy clothing or some other sort of protection. The fireflies can move up to 3" or 1 Level on the Action Map per Phase. A sorcerer can have one cloud of fireflies in existence at a time for each Rank he has in the Fire Trick Knack.

Master-Level Fire Tricks

Flame Serpent: The sorcerer spends five Actions and suffers 3 Flesh Wounds to create a serpent of fire from a two dice or bigger fire (reducing the fire in size by two dice immediately). The Flesh Wounds suffered when creating the serpent cannot be reduced using the Feed Knack, and never go away (even after suffering a Dramatic Wound) until it is killed by immersion in water, or dispelled by its creator, which can be done at will. The creature can be controlled by its creator without a die roll. The serpent's Traits are considered Rank 3, but it cannot be harmed except by immersion in water. When it hits, its target suffers one die of damage for each Rank in the Fire Trick Knack its creator had at the time of its creation. This diminishes by one die after each hit until the serpent is reduced to zero dice, at which point it is a tiny wisp of flame that crawls away to recuperate (requiring an open flame, which will restore it at the rate of one die per Round of immersion in flame, up to its original maximum). A sorcerer can maintain one flame serpent in existence for each Rank he has in the Fire Trick Knack.

Firebird: The sorcerer spends ten Actions and suffers 5 Flesh Wounds to create an enormous and strangely beautiful bird made of flames from a four dice or bigger fire (reducing the fire in size by four dice immediately). The Flesh Wounds suffered when creating the firebird cannot be reduced using the Feed Knack, and never go away (even after suffering a Dramatic Wound) until it is killed by immersion in water, or dispelled by its creator, which can be done at will. The firebird's wingspan is approximately 40 feet. It can be controlled by its creator without a die roll. The bird's Traits are considered Rank 3, but it cannot be harmed except by immersion in water. Historically, Castillian sorcerers used firebirds as steeds, carrying them up to 50 miles a day for each Rank in the Fire Trick Knack their creator possessed at the time of creation. One passenger can be carried for each Rank as well. The Firebird's touch does not burn, but it can explode in a huge ball of fire

(a Rank 4 Explosion made of fire) if its creator wishes. Doing so causes it to extinguish itself utterly.

Range: This Knack allows a sorcerer to extend the range at which he can use his abilities. Without this Knack, a sorcerer can only affect fires up to ten feet away, but with it, he can affect fires up to forty feet away per Rank in this Knack (to a maximum of 200 feet at Rank 5).

Game Master's Notes

While it may seem that a sorcerer is feeding a dying fire using his own life force, he only serves as a conduit for the true source: the Barrier itself. Some Phantom Guards have discovered small sections of the Barrier that appear brittle, and are marked by piles of greasy, grey ash. This is the result of *El Fuego Adentro* use, and the phenomenon would be far more widespread if the fire sorcery were more common.